



# Mihnea-Alexandru Feodot

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**ID**: 5050822450043 **Date of birth**: 22/08/2005 **Place of birth**: Bucuresti, sector 5, Romania **Nationality**: Romanian

## ABOUT ME

I'm a third-year Automation and Computers student at Politehnica University of Bucharest, passionate about coding, problem-solving, and system engineering. I have a solid foundation in C, C++, and Kotlin, with a growing interest in machine learning and how technology can solve real-world problems. I enjoy working with both software and system architectures, understanding how different components interact, and optimizing performance. Whether it's building software, designing efficient systems, or exploring AI, I'm always looking for ways to learn, collaborate, and make an impact through technology.

## EDUCATION AND TRAINING

[ 02/10/2023 – Current ]

### 3rd year student at the Automation and Computers departament in Bucharest's Politehnica University

**University Politehnica of Bucharest, Romania** <https://upb.ro/>

**City**: Bucharest | **Country**: Romania

[ 09/09/2019 – 09/06/2023 ]

### Baccalaureate Diploma

**Mihai Viteazul National College** <https://www.cnmv.ro/>

**City**: Bucharest | **Country**: Romania | **Final grade**: 9.45

## LANGUAGE SKILLS

**Mother tongue(s)**: Romanian

**Other language(s)**:

**English**

**LISTENING** C1 **READING** C1 **WRITING** C1

**SPOKEN PRODUCTION** C1 **SPOKEN INTERACTION** C1

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## SKILLS

C++ | C | Object-Oriented Programming | Python | JavaScript | HTML | CSS | Kotlin  
| Microsoft Office | Java | Git | Matlab

## HOBBIES AND INTERESTS

**Technological information**

**Fitness**

**Nutrition**

### Group Leader – AI Chatbot Development Project

Led a team in designing an AI chatbot to assist students from the University of Málaga, University of Primorska, and UCLL. Managed planning, task delegation, and team coordination.

#### Key contributions:

- Designed and implemented the chatbot using JavaScript, JSON, and OpenAI GPT-3.5 API
- Built a structured knowledge base (Modules 1–12) to improve response relevance
- Led backend development with similarity-matching for better query understanding
- Coordinated UI/UX for a user-friendly interface and packaged the app via NW.js

This project strengthened my leadership and engineering skills, with hands-on experience in NLP and software architecture.

### Developer – Smart Traffic Barrier with Dynamic Lane Allocation

Designed a traffic system with Arduino, IR sensors, and LCDs that reallocates the middle lane based on congestion detection.

#### Key contributions:

- Calibrated IR sensors and implemented debounce-based vehicle counting
- Controlled L293D motors with speed ramping (150 → 70) for smooth movement
- Triggered LCD countdown and real-time traffic feedback with dynamic messages
- Optimized system behavior through hardware tuning and detection calibration

The project improved my embedded systems and sensor integration skills in a real-world context.

### Developer – Pacman Game in Python

Built a full Pacman clone in Python using Pygame, focusing on game logic and modular architecture.

#### Key contributions:

- Implemented player movement, collisions, scoring, and full game loop
- Designed maze grid with validation and basic ghost AI behavior
- Used OOP and modular code for clarity and maintainability

Helped me deepen my understanding of game development and event-driven programming.

### Outgoing

### Critical thinker and fast learner

### Good listener and communicator

### Innovation Labs - Hackathon

Participated in a 24-hour hackathon combining business and software skills.

Our team developed a Python-based tool to help start-ups manage paperwork by checking uploaded files for legal compliance and generating missing documents pre-filled with business-specific fields.

